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GAME CATALOG

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You've Come to the Right Place.

This is GDW's free game catalog. It covers the entire GDW line.

Gaming In 3 Dimensions

When we decided to produce miniatures for **Space: 1889**, we immediately agreed that our overriding goal was quality; if we couldn't produce miniatures of unsurpassed quality, we would rather not produce them at all. We talked to a large number of excellent sculptors (all of whom were anxious to undertake the project); ultimately and for several reasons, we selected Bob Murch to sculpt the line. His detail was good and crisp—a prerequisite for the quality we were looking for in miniatures. More importantly, his faces were both beautiful and expressive, a rarity in 25mm miniatures. Finally, Bob Murch already had experience with figures from the Victorian era, with the *Reale Rebellion* line from Rafm to his credit.

During the sculptor selection process, we were also searching for a subcontractor who could undertake the physical casting of the figures. Miniatures manufacture is a lot more than pouring lead out of a ladle into a set of molds. Instead, high-quality, high-speed spin-casting machines use centrifugal force to spin molten white metal into a series of mold cavities produced in a matrix of silicone rubber.

After talking for what seemed like months with several companies, we finally agreed that the ideal producer was Rafm, based in Ontario. Both of our organizations began work creating what we believe (and those who have seen it agree) to be a spectacular miniatures line. Frank Chadwick and Loren Wiseman provided the reference material, sketches of character types, and endless advice on character poses. Rafm added technical input on which poses would present what difficulties in molds and production, adding suggestions for pose alteration for the most efficient production. Bob Murch added his own vision of this heroic age, as well as quality craftsmanship and a unique flair.

The result is a line of white metal 25mm miniatures in which we take particular pride.

Victorian Adventurers. Ten assorted adventurers, including an army officer with revolver, army officer with sword, navy officer, inventor with pistol, thug, missionary, lady with revolver, lady in travelling clothes, gentleman in top hat, and Hill Martian brave.

Soldiers of the Queen. One complete British infantry company (20 figures) as organized in **The Soldier's Companion**, the miniature wargame rules written specifically for these figures and for **Space: 1889**.

Legions of Mars. One complete Canal Martian war band (20 figures) as organized in **The Soldier's Companion**.

Kraag Warriors. A 20-casting assortment of fierce High Martians. These savages are hardly organized enough to call this group of 20 figures a specific unit, but they are a threat, and will function as adversaries to both the **Soldiers of the Queen** and the **Legions of Mars**.

Space: 1889 Adversaries

1801 **Martian Cloudships**. ISBN 1-55878-044-0.....**$10**
1802 **Aerial Gunboats**. ISBN 1-55878-045-9.....**$10**
1821 **Victorian Adventurers**. ISBN 1-55878-046-7.....**$10**
1841 **Soldiers of the Queen**. ISBN 1-55878-047-5. *(July)*.....**$20**
1842 **Legions of Mars**. ISBN 1-55878-048-3. *(July)*.....**$20**
1843 **Kraag Warriors**. ISBN 1-55878-049-1. *(November)*.....**$20**

Free! Write, call, or FAX for our free 16-page Space: 1889 overview.

In response to strong customer demand, we have come up with an inexpensive way for players and modelers to build the sky galleon fleets they need. We have packed the plastic ships from **Sky Galleons of Mars** into two separate packages. These are no-frills boxes of plastic ships and bases, four sprues per box. They are just the thing for expanding your fleet or making conversions. Each box contains an extensive conversion and painting guide to help you along the way.

White metal is the term miniatures manufacturers use for the metal in their miniatures. It contains varying proportions of tin, lead, and antimony which produce, when alloyed, a combination of flexibility, strength, and durability that has been optimized for use in miniature figures. Although it contains lead and should not be eaten, it does not have the environmental hazards more commonly encountered with lead-based paint.

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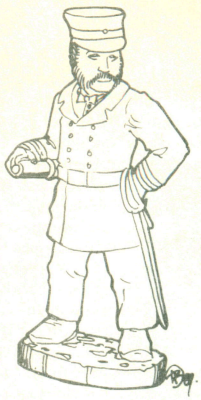


MARTIAN CLOUDSHIPS

Four sprues of plastic Martian sky galleons for expansion of the battle fleets in **Sky Galleons of Mars**. Includes more than four different kinds of ships. Comes with a background booklet (which includes a quick-and-easy painting guide). These ships can be used with the **Sky Galleons of Mars** rules or with the aerial gunboat rules in **Space: 1889**.

GDW: 1801. ISBN 1-55878-044-0. Boxed.....**$10.**

VICTORIAN ADVENTURERS

Ten assorted figures dressed for adventure in the world of **Space: 1889**. Included are an army officer with revolver, army officer with sword, navy officer, inventor with pistol, thug, missionary, lady with revolver, lady in travelling clothes, gentleman in top hat, and Hill Martian brave. The set comes with a background booklet which includes a quick-and-easy painting guide.

GDW: 1821. ISBN 1-55878-046-7. Boxed.....**$10.**

SPACE 1889™

ADVERSARIES

Gaming in 3 Dimensions

AERIAL GUNBOATS

Four sprues of plastic British aerial gunboats for expansion of the battle fleets in **Sky Galleons of Mars**. Includes two sprues originally included in **Sky Galleons of Mars** (with two *Dauntless*, two *Reliant*, and two *Aphid* gunboats) and two sprues originally included in **Ironclads and Ether Flyers**. Comes with a background booklet (which includes a quick-and-easy painting guide). These ships can be used with the **Sky Galleons of Mars** rules or with the aerial gunboat rules in **Space: 1889**.

GDW: 1802. *ISBN 1-55878-045-9.* Boxed.....**$10.**

SKY GALLEONS OF MARS

- **The magic of liftwood.**
- **Plastic ships.**

The first game in the **Space: 1889** series, **Sky Galleons of Mars** places you in thrilling air battles high above the red deserts. British aerial gunboats, armed with sophisticated naval guns, duel the finest cloudships the Martian princes can muster. Rules cover movement and firing, grappling, boarding actions, critical hits, complete ship design and rating, and more. **Sky Galleons of Mars** is played with large plastic pieces depicting the gunboats and cloudships involved.

GDW: 1890 ISBN 0-943580-73-0. Boxed.....**$28.**

SOLDIER'S COMPANION

- **Space: 1889 miniatures rules.**
- **Military background, color plates, organization of troops.**

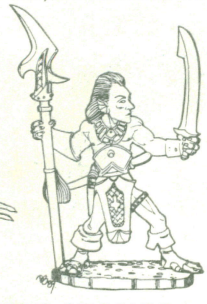
The life of the soldier exemplifies the spirit of **Space: 1889**: the image of the noble-born English officer, his native troops at the ready, standing against hordes of savage primitives in the name of Queen and Empire. The **Soldier's Companion** is dedicated to depicting the lives of colonial soldiers, from their organizations and locations on Venus and Mars to their varying stores of equipment. An extensive color section serves as a uniform guide and painting illustration as you assemble your armies of miniatures. Also, **Soldier's Companion** introduces the mass combat and miniatures rules for **Space: 1889**—as the colonial trouble spots of the Solar System flare up, you'll be ready for them with **Soldier's Companion**.

GDW: 1984. ISBN 1-55878-026-2. 96 pages.....**$12.**

SOLDIERS OF THE QUEEN

One complete British infantry company (20 figures) as organized in the **Soldier's Companion**, the miniature wargame rules written specifically for these figures and **Space: 1889**. These colonial troops are equipped for battles with savage Martians, Venusians, or renegade adventurers. Ten different poses are provided, along with a background booklet which includes a quick-and-easy painting guide.

GDW: 1841. ISBN 1-55878-047-5. Boxed. *(July)*.....**$20.**



KRAAG WARRIORS

(Coming in November)

A 20-casting assortment of fierce High Martians. These flying savages are hardly organized enough to call this group of 20 figures a specific unit, but they are a threat and will function as adversaries to both the **Soldiers of the Queen** and the **Legions of Mars**. Ten different poses are included: one of some, two of some, and three of some. The set comes with a background booklet which includes a quick-and-easy painting guide. These figures are in proper scale for use with the **Soldier's Companion**.

GDW: 1843. ISBN 1-55878-049-1. Boxed.....**$20.**

LEGIONS OF MARS

One complete Canal Martian war band (20 figures) as organized in the **Soldier's Companion**, suitable for use as Syrtans, Gaaryans, or Parhoonis, and equipped and posed for squabbles between Martians or battles against British colonial troops. Twenty metal figures in 10 different poses are included, along with a background booklet which includes a quick-and-easy painting guide.

GDW: 1842. ISBN 1-55878-048-3. Boxed. *(July)*.....**$20.**

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CONKLIN'S ATLAS

Just where is Ruritania? How far does the Grand Canal extend out of Syrtis Major? What parts of Venus have been explored? Where is Kraag Barrovaar? What does it cost to travel by steamship from London to Bombay? Where is Princess Christiana Station?

Where else could you find the answers to any of these questions but in the world-famous **Conklin's Atlas of the Worlds and Handy Compendium of Useful Information**? Available now for the incredibly low price of just $10.00. Don't delay!

GDW: 1983. ISBN 1-55878-024-6. 96 pages.....**$10.**

SKY GALLEONS OF MARS

- **The magic of liftwood.**

The first game in the **Space: 1889** series, **Sky Galleons of Mars** places you in thrilling air battles high above the red deserts. British aerial gunboats, armed with sophisticated naval guns, duel the finest cloudships the Martian princes can muster. Rules cover movement and firing, grappling, boarding actions, and more. **Sky Galleons of Mars** is played with large plastic pieces depicting the gunboats and cloudships involved.

GDW: 1890. ISBN 0-943580-73-0. Boxed.....**$28.**

BEASTMEN OF MARS

- **The dreaded Cult of the Worm.**

When a famous archaeologist thinks he can find artifacts of ancient Martians in High Martian kraags, he is met with criticism. "Artifacts among the beastmen! May as well be buried forever!" But rumors encourage him to mount an expedition which the marauding beastmen send into great peril. Only upon reaching their destination will the humans discover the hidden reality of the kraag, a conclusion more terrible than anyone could imagine.

GDW: 1902. ISBN 1-55878-022-X. 64 pages.....**$8.**

CLOUDSHIPS AND GUNBOATS

- **Detailed deck plans.**
- **Exquisite card stock heroes.**

Enhance your **Space: 1889** adventures with large deck plans for cloudships and gunboats, beautifully executed for immediate play. But **Cloudships and Gunboats** is more than just a collection of deck plans. It has additional information and construction rules for vessels, more ships for **Space: 1889**, and rules on how to use the deck plans with the card stock miniatures provided—25mm characters in full color with plastic stands.

GDW: 1982. ISBN 1-55878-021-1. Boxed.....**$15.**

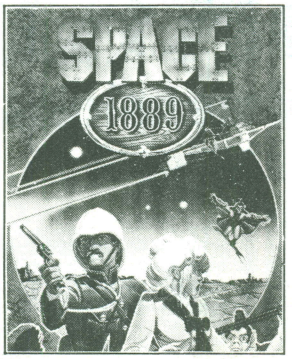
WATCH FOR THESE NEW TITLES

1903 **Caravans of Mars** *(Sept).*
1904 **Steppelords of Mars** *(Dec.)*
1984 **Soldier's Companion** *(July)*
1892 **Temple of the Beastmen** *(Nov.)*
1906 **More Tales From the Ether** *(Aug.)*

SPACE 1889

TRADE MARK

Everything Jules Verne *should* have written.
Everything H.G. Wells *could* have written.
Everything A. Conan Doyle *thought of*, but never published—because it was too fantastic.
Everything *you* need for the adventures of the century!



Science-Fiction Adventure In a More Civilized Time

- **The newest role-playing concept in years!**

Red-coated infantry stand back-to-back on the sandy banks of a Martian canal. Explorers brave the Venusian swamps, pursued by giant lizards and the agents of the German Kaiser. Adventurers chart the jagged wastes of the Martian highlands and battle the fierce beastmen while searching for the fabled liftwood groves, keys to the majestic sky galleons of Mars.

This 216-page hardbound rules book is the heart of the **Space: 1889** role-playing game. It contains the complete role-playing rules, plus the exciting background of Victorian science fiction: ether flyers and Martian cloudships, the canals and civilizations of the red planet, Venus' swamps and dinosaurs, the honeycombed interior of Luna, and the thrills of inventions and inventors—the driving force behind Victoria's multiworld empire!

From the canals of Mars to the steaming jungles of Venus to the subsurface caverns of the Moon, **Space: 1889** is the most exciting role-playing game in years.

GDW: 1889. ISBN 0-943580-80-3. 216 pages hardbound.....**$30.**

SPACE: 1889 REFEREE'S SCREEN

- **A must for every 1889 referee!**

Just what every **Space: 1889** referee needs to speed play: a complete 34" by 11" decorative screen with all the pertinent charts and diagrams necessary for faster play. Every chart, table, and diagram required to play **Space: 1889** is right at your fingertips. Also included is a complete additional set of game charts for distribution to players. The screen itself is in full color with beautiful illustrations, an ideal accessory for the adventures of the century!

GDW: 1981. ISBN 1-55878-015-7. Chart and booklet.....**$10.**

TALES FROM THE ETHER

- **Mars.**
- **Venus.**
- **Mercury.**
- **Luna.**
- **The Orbital Heliograph Station.**

This anthology of adventures takes you on a grand tour of the Solar System. Travel among the mountains and deserts of Mars, through the horrible swamps of Venus, into the caverns of Luna, and across the burnt face of Mercury. Even the Orbital Heliograph Station is a hotbed of anarchy with the aim of bringing down Her Majesty's government.

GDW: 1901. ISBN 1-55878-011-4. 64 pages.....**$8.**

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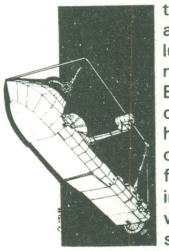
THE STORY OF SPACE: 1889

It was as a result of intense intellectual conversations between Professor B. Etienne Moreau of the Sorbonne and American inventor Thomas A. Edison



that the latter devised a practical use for the luminiferous ether. Its nature suggested to Edison a device which could "sail at speeds heretofore undreamed of through the luminiferous ether." It was, in fact, a quirk of fate which forced his first such invention to fail—his prototype could not overcome the atmosphere—forcing Edison to set his sights toward the airless heavens. The space age had begun.

Edison himself made the first manned voyage in an ether flyer of his own invention, accompanied by Jack Armstrong, a Scottish soldier of fortune. The two managed to pilot their craft via hydrogen balloon high enough to allow their ether propeller to take hold. Unfortunately, their landing on Mars was not as smooth, and the balloon was damaged. The expedition would have been stranded forever were it not for the fact that the planet was inhabited.

Edison and Armstrong were taken prisoner by a local Martian potentate, Amraamtaba IX. Armstrong learned the

language, and Edison impressed the ruler with his tremendous knowledge. The pair were soon freed, and Edison was provided with the materials necessary to repair his balloon. Within months the repaired flyer was ready to carry Edison, Armstrong, and a curious Martian back to Earth. The expedition landed safely outside Cincinnati on the 7th of August, 1870.

Earth was electrified. Edison and Armstrong received fame and fortune. Within a year, dozens of companies were manufacturing Edison Flyers, and flyers of several nationalities were soon making regular trips to Mars. The British established a permanent quarter in the Martian city of Parhoon. Belgians and French quickly followed suit, establishing themselves as colonial powers. The Germans turned their attentions to Venus, a world covered with harsh swamps and inhabited by ferocious dinosaurs. Edison had opened a cornucopia of worlds and markets for the colonial powers of the Earth, the backdrop for the adventures of a lifetime—**Space: 1889!**

Cloudships of Mars

With liftwood for power, and enormous sails or air screws for propulsion, the Martian sky galleons have become an important part of Mars' worldwide civilization. But these magnificent ships are a fairly recent addition to the rich Martian culture—a culture originated by beings who had no need for flying machines.

SINCE 1973

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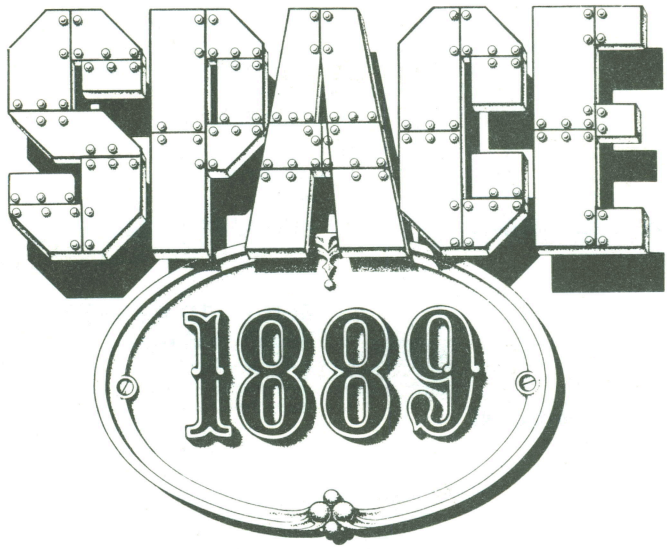
Everything Jules Verne *should* have written.
Everything H.G. Wells *could* have written.
Everything A. Conan Doyle *thought of*, but never published—because it was too fantastic.
Everything *you* need for the adventures of the century!



MORE TALES FROM THE ETHER

- **5 exciting adventures.**
- **More fun for Space: 1889.**

Five totally new short adventures from across the **Space: 1889** Solar System. Each one is designed to be played in only an evening or two—complete episodes built around action on the thrilling frontiers of human colonialism. Like its predecessor, this module will take the players to some worlds that they may have already visited and to others which have been hitherto undetailed in **Space: 1889**. Take your character further on an exciting journey into the worlds of **Space: 1889**!

GDW: 1906. ISBN 1-55878-028-9. 64 pages. *(Aug.)*.....**$8.**

TEMPLE OF THE BEASTMEN

- **A boardgame for Space: 1889!**
- **Random map setup.**

A British raiding party is sent to Kraag Barrovaar, the greatest and most impregnable of the High Martian mountain fastnesses in the Astusapes Mountains. Their mission: to rescue an American diplomat and his daughter from the High Martian King Hattabranx.

In **Temple of the Beastmen** the players take the parts of members of the raiding party. The board tiles are generated randomly, as are the mysterious encounters, making each game completely unpredictable. The game is a race against time to determine which of the players will find the captives first and return to the waiting sky galleons before the High Martians can cut off their escape.

GDW: 1892. ISBN 1-55878-027-0. Boxed. *(Nov.)*.....**$24.**

CHALLENGE 34

For Traveller: Generating IRIS Characters. **For Twilight: 2000:** Mobile Artillery: Mortars. The Compleat NPC. **For 2300 AD:** Ogre: 2300. Thorez. INAP. The **2300 AD** Revision. **For Space: 1889:** Cloudship Design. **Ironclads and Ether Flyers**—Design Notes Before the Fact. The Canals of Mars. The Ether. A Smoking Flax.

GDW: 0934. ISSN 0894-5535. 80 pages.....**$3.25.**

SKY GALLEONS OF MARS

- **Liftwood magic.**
- **Plastic ships.**

The first game in the **Space: 1889** series, **Sky Galleons of Mars** places you in thrilling air battles high above the red deserts. British aerial gunboats, armed with sophisticated naval guns, duel the finest cloudships the Martian princes can muster. Rules cover movement and firing, grappling, boarding actions, critical hits, exotic weaponry, and complete ship construction and rating. Seven scenarios and a campaign game are detailed for variety of play. **Sky Galleons of Mars** is played with large plastic pieces depicting the gunboats and cloudships involved. Their battles are fought out on two gorgeous, hand-colored maps, one of a typical Martian canal city, another of Kraag Barrovaar. Stalk the skies of Mars with **Sky Galleons of Mars**!

GDW: 1890. ISBN 0-943580-73-0. Boxed.....**$28.**

CARAVANS OF MARS

- **A caravan to adventure.**
- **Sabotage and treachery!**

Where the Martian canals are no longer functional or where they were never created in ancient times, transportation needs have been taken over by vast caravans. Large wagons pulled by half-wild Martian beasts and protected by nefarious mercenaries carry items for trade between cities otherwise isolated from one another. Join a caravan expedition bound for Alclyon, a caravan beset by bad omens and subtle sabotage. Someone is willing to go to great lengths to see that the caravan does not reach its destination.

GDW: 1903. ISBN 1-55878-023-8. 64 pages. *(Sept.)*.....**$8.**

STEPPELORDS OF MARS

- **The Hill Martians.**
- **And their brutal domain.**

Space: 1889 players will find danger and intrigue among several differing nations of Hill Martians, the savage yet noble nomadic people who eke their livelihood from the barren deserts and hardy frontiers of Mars. From this action-filled module, adventurers will gain a working familiarity with some of the strange, ritualistic cultures of the Steppe Martians as their characters struggle to survive in the arid hills and harsh plains of Mars, the homelands of the hardy steppelords of Mars.

GDW: 1904. ISBN 1-55878-025-4. 64 pages. *(Dec.)*.....**$8.**

CLOUD CAPTAINS OF MARS

- **The ancient Martian profession.**
- **Piracy in the skies.**

On Mars, the profession of sea captain was long ago replaced by that of cloud captain. Today, the swift ships that fly through the skies are under the command of an elite few—those with the experience and the force of will to lead their crews against the weather, the winds, the gravity, and the other dangers.

This module chronicles the exploits of the cloud captains of Mars, the elite, human Red Captains, and the dreaded pirates of the skies.

GDW: 1905. ISBN 1-55878-043-2. 64 pages. *(Oct.)*.....**$8.**

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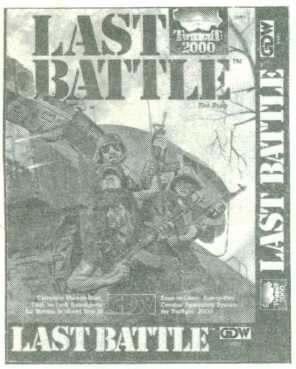
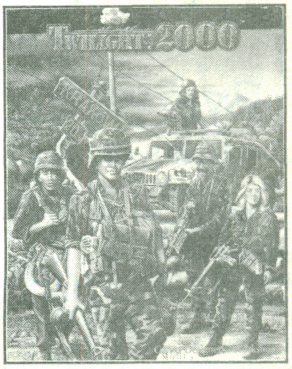
TWILIGHT: 2000

Survival in the Devastation of World War III





You are part of the remnants of the leading U.S. division of NATO's last drive into Central Poland. There isn't much in the way of organized military forces left on either side, and the local warlords, militia, and murderous bands of marauding deserters rule the countryside. Your division has been overrun, and your group is hundreds of kilometers from the nearest friendlies.

The last message from division headquarters read:

GOOD LUCK.
YOU'RE ON YOUR OWN.

LAST BATTLE

- **Award-winning system.**
- **Twilight combat boardgame.**

Cities have been leveled, armies decimated, nations destroyed. Only tattered groups of battle-hardened soldiers survive. They rely on instincts, training, and the remnants of their sophisticated weapons to fight the last battles of World War III.

Last Battle is a man-to-man, tank-to-tank game of high-intensity personal combat. Rules are flexible, easy to learn, yet detailed and realistic. A soldier may carry a pistol and a grenade launcher, mount a horse and ride with an M16, or be the gunner on an M1 tank. Every vehicle in the game is represented by a counter and a vehicle card. Each vehicle card has a vehicle illustration and supplies detailed information about armor, weapons, on-road and off-road speed, range-finding equipment, crew, and battle damage.

Last Battle also covers towed artillery, cohesion and leadership rules, and the ability to capture enemy equipment. Special scenarios and charts step you through the rules, allowing you to learn the system quickly and thoroughly.

Last Battle is completely compatible with **Twilight: 2000**. If you play **Twilight: 2000**, place your characters on the **Last Battle** game board and play through your combat scenes with the aid of counters and detailed terrain maps.

Last Battle. A fight for survival.

GDW: 0551. ISBN 1-55878-017-3. Boxed..... **$24.**

LAST SUBMARINE

Three exciting modules deal with the last American submarine. Follow the USS *City of Corpus Christi*, on its daring missions.

LAST SUBMARINE
Last Sub 1

- **A *Los Angeles*-class submarine.**

A fishing community is using the sub for personal electrical power, while many factions attempt to seize it, repair it, and put it back out to sea. **Twilight: 2000** statistics are given for much of New England, including towns, villages, important NPCs, and other encounters.

GDW: 0517. ISBN 0-943580-68-4. 48 pages..... **$7.**

MEDITERRANEAN CRUISE
Last Sub 2

- **The Atlantic barrier.**

The *City of Corpus Christi* can make the journey. Accompany the sub in its next voyage across the sea to aid in a covert military operation in the Balkans. The *City of Corpus Christi* will land in Spain and the northern coast of Africa in Libya before making the final leg of its mission.

GDW: 0520. ISBN 1-55878-005-X. 48 pages..... **$7.**

BOOMER
Last Sub 3

- ***"I thought* we *were the last submarine."***

After a mission in the Mediterranean, the *City of Corpus Christi* has a new problem. An operating Soviet sub (a *boomer*) is causing trouble in the North Sea. The characters must make their way north to face the Soviets in a classic one-on-one submarine duel.

GDW: 0521. ISBN 1-55878-006-8. 48 pages..... **$7.**

RETURN TO EUROPE

It's time to save Western civilization. Again.

RETURN TO WARSAW
Return to Europe 1

- **He's back...**

When the Sielce Milicya defeated the Black Baron, they thought they would never hear from him again. But the Baron has been building a new army over the winter, and he's back, looking for revenge.

The meager forces of the city are all that stand between it and the Black Baron's ravenous horde. If they lose, Poland will be submerged in a sea of chaos. The Milicya has one asset the Baron hasn't counted on, though....You're back, too.

GDW: 0523 ISBN 1-55878-018-1. 48 pages..... **$7.**

BEAR'S DEN
Return to Europe 2

After braving winter in the Ukrainian steppes to reach Lvov, on the outlands of the Soviet Union, the characters become entwined in an expatriate Soviet general's fight for survival and control of the region. The general has many enemies outside and inside Lvov. But General Anton Chelkov remains confident: He alone fields a Scud B missile.

GDW: 0524. ISBN 1-55878-030-0. 48 pages. *(July)*..... **$7.**

THE WHITE EAGLE
Return to Europe 3

When they found the Black Madonna over a year ago, the group gave it to Father Wojiech Niekarz. In **The White Eagle**, Father Niekarz and his people's army must face down the armed might of their only competitor—the Markgraf of Silesia. Both armies march under the standard of the white eagle of Polish independence, but only one can triumph.

GDW: 0527. ISBN 1-55878-033-5. 48 pages. *(Jan. 1990)*..... **$7.**

TWILIGHT: 2000

For five years the armies of the world have fought back and forth across Europe. Three years ago the missiles started flying. Most countries were hit hard in the nuclear exchange, but no one had a decisive advantage, and the war went on. Tanks began breaking down, and the supply of spare parts gradually dwindled to zero. The sophisticated artillery weapons have shot off all of their ammo, and no one is capable of producing any more. Divisions which started with 20,000 men are lucky to put 2000 in the field.

But the war goes on.

You are part of the remnants of the leading U.S. division of NATO's last drive into central Poland. There isn't much in the way of an organized military force left on either side. Local warlords, militia, and murderous bands of marauding deserters rule the countryside. Your division has been overrun. Your group is hundreds of kilometers from the nearest friendlies.

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Twilight: 2000 is a complete role-playing system for survival in a devastated post-holocaust world. Rules cover character generation, living off the land, encounters, combat, skills and skill improvement, medicine, vehicles, ammunition, trade, and much more. The combat rules are a major breakthrough. One general combat resolution procedure covers all types of combat: hand-to-hand, melee weapons, small arms fire, and fire against armored vehicles. The background of the war is covered in detail, and extensive material on the state of the world is included to assist the referee. The beginning adventure, "Escape from Kalisz," paves the way for the Poland Series of **Twilight: 2000** modules. The *Play Manual* and *Referee's Manual* present these rules in an orderly and easy-to-learn manner, and the accompanying charts supplement and facilitate exciting role-playing action in a devastated world.

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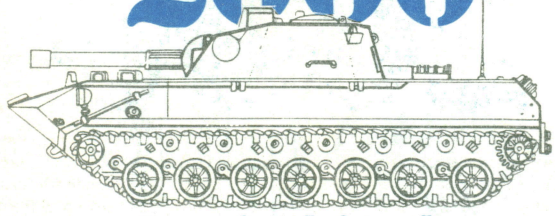

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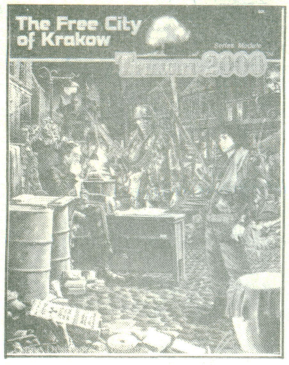

THE FREE CITY OF KRAKOW

● Adventures in Poland.

To the survivors of the US 5th Division, Krakow sounded like a city out of a fairy tale...a castle, an evil king, even a flying carpet. Krakow seemed an island of peace in a war-torn world.

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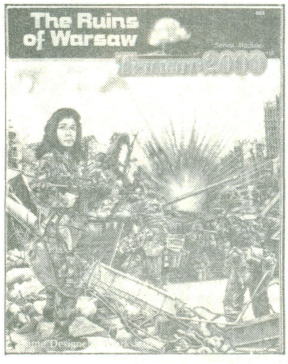

RUINS OF WARSAW

● Warsaw's devastation.
● The marauders.

The Baron Czarny has set himself up as absolute leader of a host of cutthroats and deserters (from both sides), and now plans to winter in Warsaw. Those people who have already begun to clear the rubble from the city are about to be cleared out themselves by his army and the enormous weapons at his disposal. The player characters must stop him, by taking advantage of his weaknesses. The battles for Warsaw are on. Can you win?

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● A Mexican army.
● Soviet troops!

The struggle in America has begun to wind down, just like the war in Europe. Troops on all fronts are reluctant to come into direct conflict with the enemy as supplies run low. **Red Star/Lone Star** deals with an effort by a group of American soldiers to rescue a kidnapped oilman and his wife. Southern Texas is opened up for **Twilight: 2000** play with descriptions of the area from San Antonio to Port Lavaca to Brownsville, and rundowns of Soviet, Mexican, and American troop locations and strengths there.

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● A secret government cache.

Much of western Pennsylvania is resisting both Civgov and Milgov. This makes securing a secret supply cache (known as SRS-17374-2) all the more difficult for the players. If they're fortunate, they will recover its riches—computers, electronics, tools, food, and medical supplies—and get them back to Milgov in Maryland. But plenty of other people are anxious for a piece of the treasure for themselves.

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AIRLORDS OF THE OZARKS

● New America's muscles.

New America has long been a secret organization, even before the war began. In the present anarchy, it is now securing much of Arkansas and Missouri. The players are pitted against New America on its territory and directed to upset its plans. **Airlords of the Ozarks** also presents statistics and rules for dirigibles and ultralights in **Twilight: 2000**.

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● Adventure on the high seas.

Climb aboard a replica of the USS *Constitution* built in 1987 by Paradox Studios. The players board the sailing vessel and are plunged into a plot of treachery, kidnapping, and piracy in the Caribbean. Grenada and Carriacou are completely described with towns, villages, ports, and encounters. Rules are presented for operation of sail-powered vessels in **Twilight: 2000**.

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KING'S RANSOM

● The Iranian Crown Jewels.

For many years, the Iranian Crown Jewels rested safely in the vaults of the Markasi Bank in Tehran. When the National Emergency Council governing Iran in mid-1996 abandoned Tehran, they took the Crown Jewels with them. To protect the jewels from further Soviet advances, they were moved several more times, until one mission to move them never came back, and more jewels than can hardly be imagined simply vanished overnight. Now someone has found the jewels, and the PCs begin a desperate race against the clock to beat the KGB to their hiding place.

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The Tampa/St. Petersburg metropolitan area is the southern base of New America, from which it can expand at its own pace into the chaos of the states to the north. The players are trying to thwart New America's plans, ruining its support. **Urban Guerilla** unlocks the secrets of New America, its organization, and its goals.

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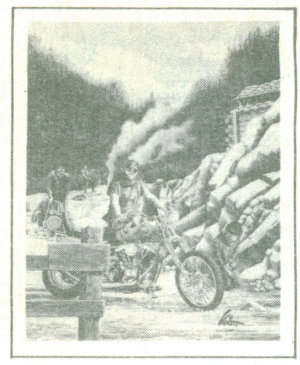

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● The chaos is only beginning...
● Data on all 50 states.

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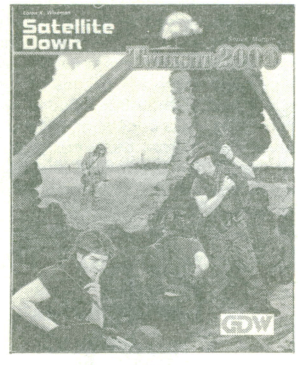

SATELLITE DOWN

● No new satellites are going up.

Without sophisticated satellites, the weather has once again become an unknown variable. But a Soviet weather satellite has come down that contains records which can help predict the severity of the drought gripping North America. Your job is to retrieve it from its resting place: an island off the tip of Baja in Mexico, which is currently in the grips of a bloody civil war!

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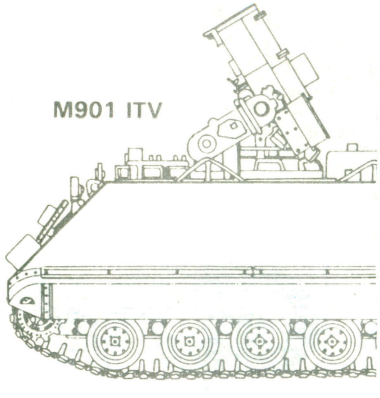

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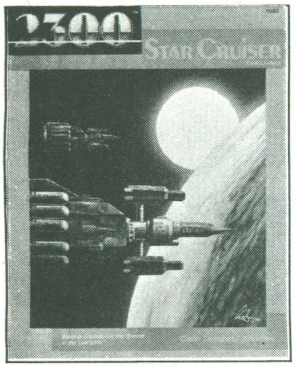

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Of course, if you're a bit more reactionary, your views might be different. Life is cheap on Earth. While the majority is comfortable, life is tedious and boring. Terrible poverty remains; the gulf between rich and poor is broader than ever. Illegal bionics, drugs, and dangerous brain/computer symbioses are commonplace, their technology inexpensive enough to appeal to the lowest classes.

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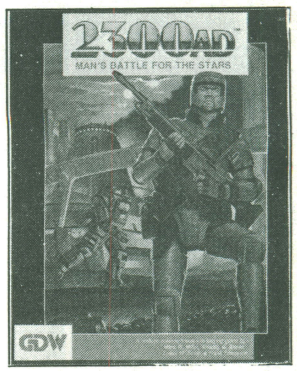

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2300 AD includes an *Adventurers' Guide*, a *Director's Guide*, a play aids book, and a full-color Near Star Map. The 96-page *Adventurer's Guide* presents character generation and skills, along with information on **2300 AD**'s technology, equipment, and history. The 112-page *Director's Guide* covers adventuring, event resolution, combat, space travel, and the elements of universe creation. The Near Star Map is a poster-sized map of **2300 AD**'s universe. The 32-page play aids book comes complete with game forms, stellar data, and "Terror's Lair"—a solo adventure.

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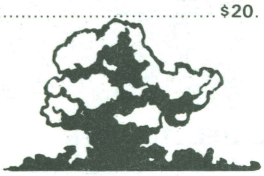

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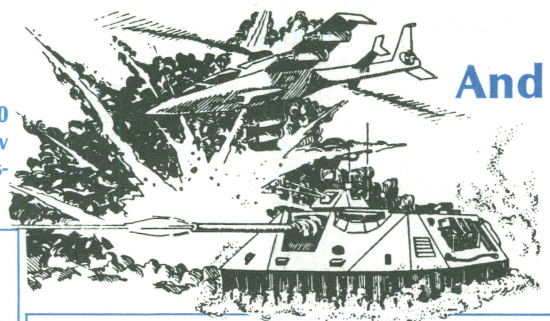

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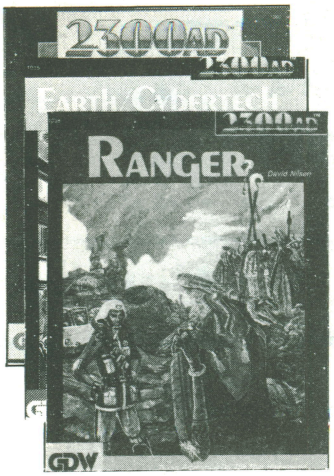

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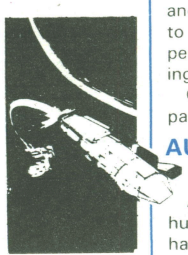

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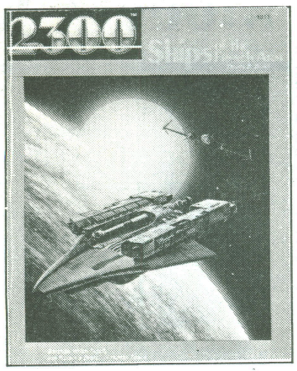

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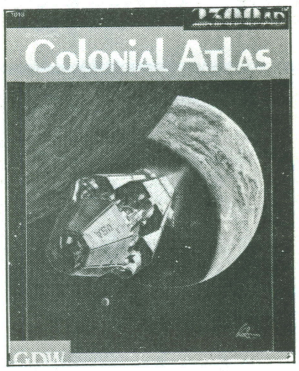

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Since the first colonies were placed in the mid-2100s, human presence in space has expanded wildly. With each new garden world discovered, the nations of Earth scramble to expand their power base in the growing stellar civilization. **Colonial Atlas** describes each colony world, giving a history and information on the present level of colonization, industry, commerce, spaceport facilities, and more.

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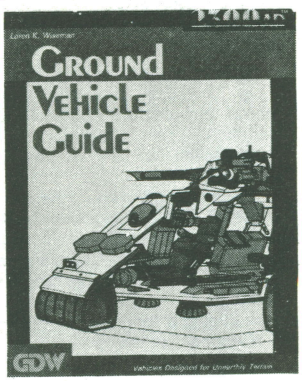

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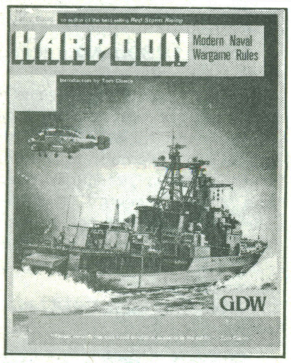

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- **Modern naval wargame rules.**
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- **Twice winner of the Origins Award.**

Modern naval warfare began on October 22, 1967—Egyptian missile boats launched three Soviet-made Styx surface-to-surface missiles and sank the Israeli destroyer *Elath* at a range of nearly 20 miles. The face of naval warfare was changed forever.

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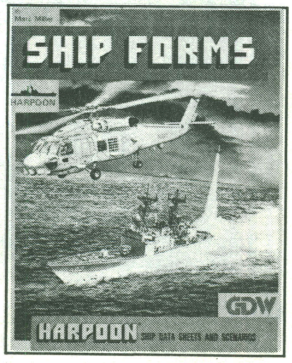

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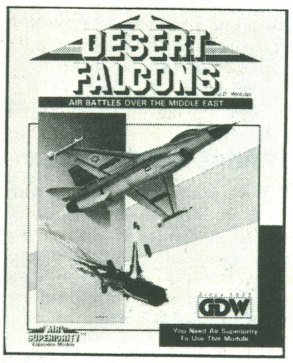

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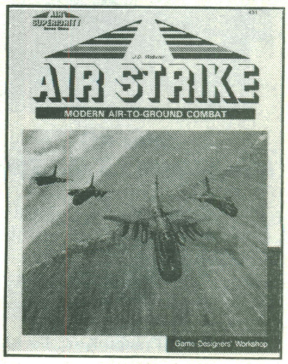

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- **25 new scenarios.**

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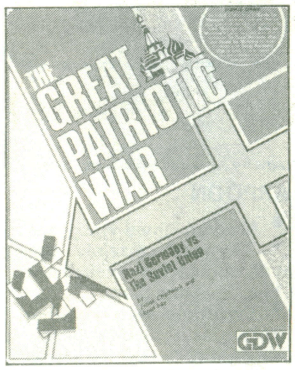

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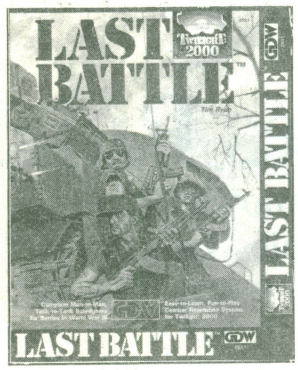

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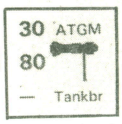

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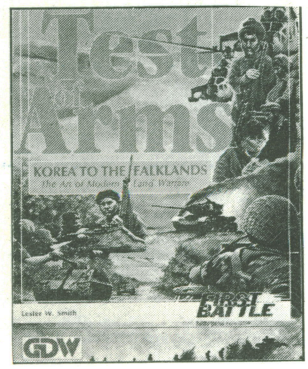

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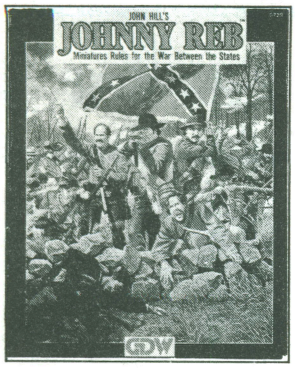

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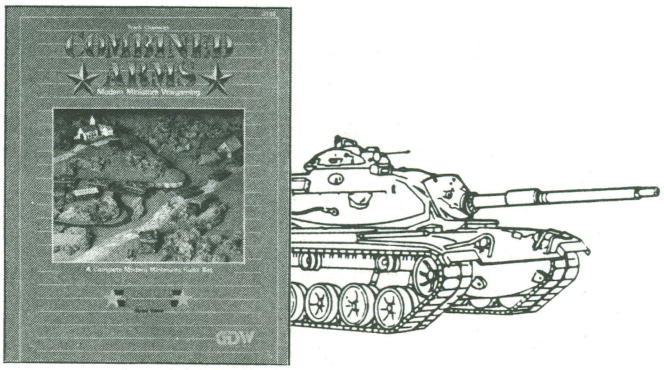

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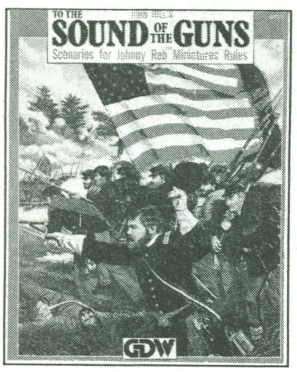

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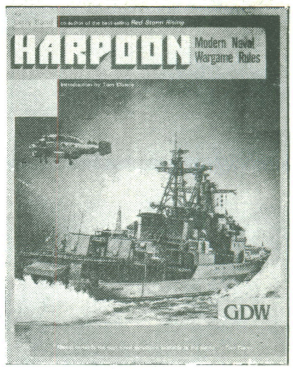

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- **Two-time award winner.**

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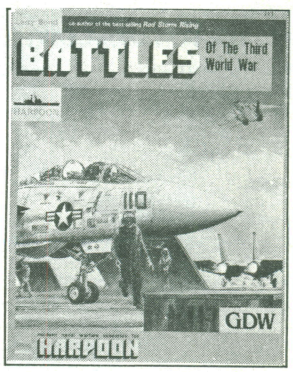

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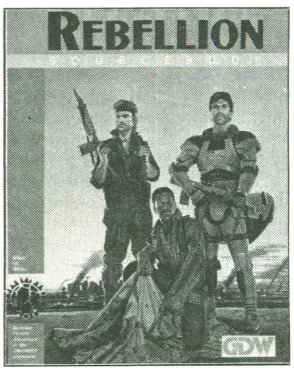

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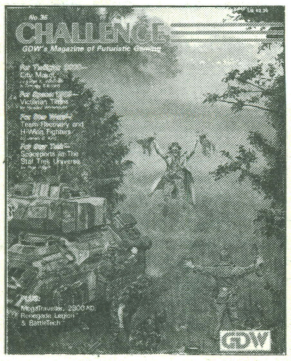

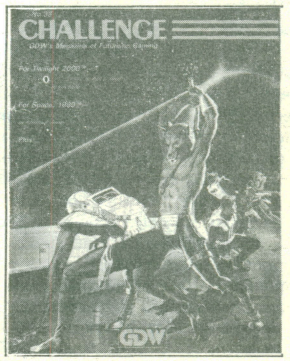

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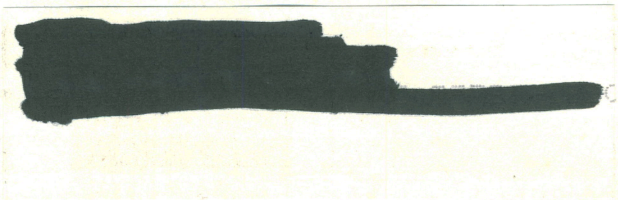

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